

Woodside Academy

Year 2 Curriculum



English

Reading

- Decode words using phonics
- Match graphemes for all phonemes
- Blend sounds in unfamiliar words containing taught Grapheme Phoneme Correspondence
- Read: common 'exception' words; words with common suffixes; words of more than two syllables containing taught Grapheme Phoneme Correspondence; contractions
- Read words containing common suffixes
- Read aloud books linking to their phonics knowledge
- Read books to build fluency and confidence
- Listen to and discuss views about a wide range of poetry, stories and non-fiction
- Discuss the sequence of events in books
- Becoming familiar with and retelling a wide range of stories
- Draw on prior knowledge to make sense of texts
- Introduced to non-fiction texts with different structures
- Recognise simple reoccurring literary language in stories and poetry
- Discuss: word meanings; favourite words and phrases
- Correcting inaccurate reading
- Making inferences based on what is being said and done and make predictions

Spoken Language

- Listen and respond appropriately
- Ask relevant questions
- Build vocabulary
- Articulate and justify own ideas
- Describe, explain and narrate for different purposes; express feelings
- Participate actively in conversations
- Speculate, hypothesise and explore ideas
- Speak clearly and fluently in Standard English
- Take part in discussions, presentations, performances, role-play, improvisations and debates
- Keep listeners interested
- Explore different viewpoints
- Communicate effectively using appropriate register

Writing

- Spell: words containing each of the phonemes; common 'exception' words;
- Use common prefixes and suffixes
- Learn and apply spelling rules
- Write simple dictated sentences
- Form correctly: lower-case letters 'families' including diagonal strokes to begin joining
- Capital letters and digits in the correct size in relation to each other
- Writing narratives based on their personal experiences
- Writing: narratives, poetry, real events, and for other purposes
- Saying out loud sentences before writing
- Reread sentences to check they make sense
- Discuss and read aloud own writing with/to peers or teacher
- Leave spaces between words
- Learn and apply grammar rules and terminology
- Check work for grammar and punctuation

GPS Topics

- Nouns, verbs, adverbs
- Use capital letters to start sentences
- Capital letters proper nouns
- Begin to use basic punctuation (. ? !)
- Adjectives
- Past and present tense
- Capital letter for the personal pronoun I
- Use capital letters to start sentences and for proper nouns
- Suffix -ment, -less, -ful, -ness and -ly
- Singular and plural with in sentences
- Prefix dis-, re-
- Expanded noun phrases
- Compound words
- Spelling contractions
- Possessive apostrophe
- Distinguish between homophones and near homophones
- Writing questions, commands, statements and exclamations
- Subordinating conjunctions
- Coordinating conjunctions

Mathematics

Number – Number and Place Value

Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number

Count, read and write numbers to 100 in numerals and words; count in multiples of 2s, 3s, 4s, 5s and 10s

Given a number, identify 1, 10 and 100 more and 1, 10 and 100 less

Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least

Read and write numbers from 1 to 20 in numerals and words

Compare and order numbers using signs

Use place value to solve problems

Number - Addition and Subtraction

Read, write and interpret mathematical statements involving addition (+), subtraction (–) and equals (=) signs

Represent and use number bonds and related subtraction facts within 20

Add and subtract one-digit and two-digit numbers to 20, including 0

Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and mentally

Recognise and use inverse between addition and subtraction

Recognise odd and even numbers

Derive and use related facts up to 100

Number – Multiplication and Division

Solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher

Number – Fractions

Recognise, find and name:

a half as 1 of 2 equal parts of an object, shape or quantity

a quarter as 1 of 4 equal parts of an object, shape or quantity

a third as 1 of 3 equal parts of an object, shape or quantity

Write simple fractions and recognise equivalents

Measurement

Compare, describe and solve practical problems using standard units for:

Lengths and heights (for example, long/short, longer/shorter, tall/short, double/half)

Mass/weight (for example, heavy/light, heavier than, lighter than)

Capacity and volume (for example, full/empty, more than, less than, half, half full, quarter)

Time (for example, quicker, slower, earlier, later)

Measure and begin to record the following: lengths and heights, mass/ weight, capacity and volume, time (hours, minutes, seconds)

Recognise and know the value of different denominations of coins and notes (pounds, pence)

Sequence events in chronological order using language (for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening)

Recognise and use language relating to dates, including days of the week, weeks, months and years

Tell the time to the hour, half past the hour, quarter past and quarter to and draw the hands on a clock face to show these times and recognising 5 minute intervals

Geometry – Properties of shape

Recognise and name common 2-D and 3-D shapes and their properties

Recognise 2D shapes on the surface of 3D shapes

Compare and sort 2D and 3D shapes

Geometry – Position and Direction

Describe position, direction and movement, including whole, half, quarter and three-quarter turns

Distinguish in between rotation as a turn and in terms of right angles

Statistics

Interpret and construct simple pictograms, tally charts and block tables

Solving problems and asking questions based on data

Scientific Investigation

Science

- Explore differences between living, dead and things that have never been alive
- Describe different habitats and how they are suited to their animals
- Identify and name a variety of plants and animals
- Describe a simple food chain
- Describe the life cycle of a plant and what a plant needs to grow
- Recognise that animals including humans have offspring and their basic needs for survival
- Describe the need for exercise, a healthy diet and to be hygienic
- Distinguish between objects and materials
- Identify and name everyday materials
- Describe simple properties of everyday materials
- Compare and classify materials
- Ask simple questions
- Observe closely using equipment
- Perform simple tests
- Identify and classify
- Suggest answers to questions
- Gather and record data

Design and Technology

- Design functional and appealing products
- Develop and model ideas
- Select from and use a range of tools and materials
- Evaluate existing products and develop own ideas and products
- Build and improve structures
- Explore and use mechanisms
- Prepare dishes using principles of a healthy diet
- Understand where food comes from

Computing

- Test simple programs
- Use logical reasoning to make predictions
- Create, store and retrieve digital content
- Recognise uses of IT beyond school
- Communicate online safely and respectfully
- Understand algorithms
- Debug simple programmes

Social Investigation

Geography

- Name countries of the UK and their locality and their capital cities
- Use basic geographical vocabulary to describe physical and human features
- Use topical features of maps
- Name and locate the seven continents and five oceans
- Identify daily and seasonal weather patterns in the UK
- Hot and cold areas of the earth based on the equator and north and south poles
- Use world atlas, maps and globes
- Use simple compass direction and locational and directional language

History

- Local history
- Changes within living memory
- Recognise events beyond living memory
- Identify significant people from the past

PSHE

- to recognise what they like and dislike, how to make real, informed choices that improve their physical and emotional health, to recognise that choices can have good and not so good consequences
- to think about themselves, to learn from their experiences, to recognise and celebrate their strengths and set simple but challenging goals
- to communicate their feelings to others, to recognise how others show feelings and how to respond
- to recognise that their behaviour can affect other people

Creative Investigation

Art and Design

- Use a range of materials
- Use drawing, painting and sculpture
- Develop techniques of colour, pattern, texture, line, shape, form and space
- Learn about a range of artists, craft makers and designers

Music

- Sing songs and speak chants and rhymes
- Play tuned and untuned instruments musically
- Listen to and understand a range of live and recorded music
- Make and combine sounds musically

Drama

- develop characters through movement, use of voice and facial expressions, dialogue and interaction with other characters
- use space and grouping, props and different ways to adapt to an audience
- develop understanding of how to act out plots, dramatising the problem, climax and resolution
- provide opportunities for rehearsing, polishing and presenting plays for performance

Physical education

Gymnastics

- *developing agility through*
 - balance and co-ordination
 - travelling skills using hands and feet, jumping, rolling, hanging, swinging and climbing

Dance

- *developing agility through*
 - balance and co-ordination
 - imaginative response to a range of stimuli

Games

- *developing agility though*
 - balance and co-ordination
 - running, jumping, throwing and catching
 - team games
 - simple tactics for attacking and defending

Athletics

- *developing agility though*
 - running, jumping and throwing
 - demonstrating improvement to achieve their personal best
 - practising sports day skills
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